

Design Technology



Intent

Design and Technology is an inspiring, rigorous and practical subject. It encourages children to think, modify and creatively solve problems both as individuals and as members of a team.

At Dudley House School, we encourage children to use their creativity and imagination, to evaluate, design and make a range of products that solve real and relevant problems within a variety of contexts, considering the needs of others.

Pupils are also given the opportunity to understand nutrition and learn how to cook.

We aim to, wherever possible, link work to other subjects such as mathematics, science, history, computing and art.

Pupils also have opportunities to reflect upon and evaluate past and present technology and design, its uses and its effectiveness.

Children are encouraged to become innovators and risk-takers.

Implementation

To ensure high standards of teaching and learning, we implement the Chris Quigley Essentials Curriculum for Design Technology (based on the National Curriculum), that is progressive throughout the whole school.

Design Technology is planned around a series of themes, wherever possible, so that children are given meaningful contexts for their work in which to develop the threshold concepts. However, where this is not possible Design Technology learning is offered as a discrete subject. The units for Design Technology are set out in the 2-year long term curriculum plan for each mixed aged class.

Staff plan a sequence of learning for Design Technology, where they develop understanding of the subject's big ideas (threshold concepts) and semantic and procedural knowledge for the specific milestone statements for each age group. Teachers tailor learning to meet the needs and interests of the children in their class.

Progression is ensured by pupils developing their knowledge and understanding of key concepts through three age specific milestones as they progress through the school.

When designing and making, the children are taught to research, design, make, evaluate and refine products using their technical knowledge. They take inspiration for design throughout history and are provided with the opportunities to master practical skills with materials, textiles, food, electricals and electronics and mechanics.

Through a variety of creative and practical activities, we teach the knowledge and understanding needed to engage in the processes of designing and making. The children design, create, modify and improve products that consider function and purpose and which are relevant to a range of sectors (for example, the home, school, leisure, culture, enterprise, industry and the wider environment).

During lessons, teachers offer constructive feedback and next steps, with further opportunities to create the art piece, to improve their work and ensure that skills are being developed. Children are also encouraged to reflect on their own learning as well as their peers.

Alongside our curriculum provision for Design Technology, we also provide pupils with the opportunity to participate in construction based after school clubs.

In EYFS, this falls under the umbrella heading of 'Expressive Arts and Design'.

The pupils are supported, through child-initiated and adult led activities, to develop the knowledge and understanding to enable them to explore and play with a wide range of media and materials, as well as providing opportunities and encouragement for sharing their thoughts, ideas and feelings through a variety of activities in design and technology.

The three 'characteristics of effective teaching and learning' ensure that practitioners consider the different ways that the children learn and reflect these in their planning and practise.

Impact

Children at Dudley House:

- gain the creative, technical and practical expertise needed to participate successfully in an increasingly technological world
- build and apply a repertoire of knowledge and skills in order to design and make a range of products for specific purposes. A high-quality finish is expected.
- understand and apply the principles of nutrition and learn how to cook both individual dishes and dishes for e.g. a Roman banquet.
- learn how to take risks, be resourceful, innovative, enterprising and capable citizens

Through the evaluation of past and present design and technology, children develop a critical understanding of its impact on daily life and its contribution to the creativity, culture, wealth and well-being of nations.

At Dudley House School, assessment is an integral part of the teaching process. Assessment is used to inform planning and to facilitate differentiation. The assessment of children's work is on-going to ensure that understanding is being achieved and that progress is being made.

During lessons, teachers offer constructive feedback and next steps, with further opportunities to create pieces, to improve their work and ensure that skills are being developed. Children are also encouraged to reflect on their own learning as well as their peers.

Subject monitoring, including book looks, is carried out by the subject leader and headteacher.